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AMENDMENT TO THE SPECIFICATION

Please replace paragraph 0055 of the published specification with the following rewritten paragraph:

(vii) ~~add court~~ ad court

Please replace paragraphs 0066-0070 of the published specification with the following rewritten paragraphs:

1. first/second serves to opponent's forehand/backhand in the ~~deuce/add court~~ deuce/ad court kept in play by opponent;

2. first/second serve winners to opponent's forehand/backhand in the ~~deuce/add court~~ deuce/ad court;

3. first/second serves to opponent's forehand/backhand in the ~~deuce/add court~~ deuce/ad court returned for winner by opponent;

4. first/second serve aces to opponent's forehand/backhand in the ~~deuce/add court~~ deuce/ad court;

5. first/second serve faults to opponent's forehand/backhand in the ~~deuce/add court~~ deuce/ad court;

Please replace paragraphs 0072-0074 of the published specification with the following rewritten paragraphs:

1. first/second serves to forehand/backhand in ~~deuce/add court~~ deuce/ad court returned down the line/cross court and kept in play by opponent;

2. first/second serves to forehand/backhand in ~~deuce/add court~~ deuce/ad court returned down the line/cross court for winners;

3. unforced errors from first/second serve returns to forehand/backhand in ~~deuce/add court~~ deuce/ad court returned down the line/cross court;

Please replace paragraph 0089 of the published specification with the following rewritten paragraph:

Data may be sorted by location in combination with other factors. For example, it may be desired to sort the data showing all balls hit during a particular match by a first player from quadrant A (FIG. 7A), so as to examine the data to find patterns and tendencies. For example, if the graphic shows that the of the last ten balls ~~theplayer~~ the player hit from quadrant A, eight of the ten balls landed in quadrant D (FIG. 7A), one landed in quadrant C and one went out of bounds, an opponent studying such a graphic would know that when the player hits from quadrant A, statistically the opponent needs to return the ball from quadrant D. Additionally, the data may be manipulated further. Statistics on the opponent may be pulled up to determine statistically how many balls in the past the opponent successfully returned from quadrant D or how many of the successfully returned balls were returned using backhand. It can be seen that by collecting this data, hundreds of data combinations can be analyzed to bring out patterns and tendencies in a player's game.

Please replace paragraph 0097 of the published specification with the following rewritten paragraph:

In the present embodiment, if the user chooses to enter data, a data entry screen 130 of FIG. 2, appears. In the present embodiment, a graphical representation of the court is presented. Using the stylus, for each shot the location of each player and the ball, and the type of stroke used by

each player is entered. For example, for the first stroke of a point, the serving player (i.e. Player Y) is selected, then while Player Y is selected, the stylus is used to locate on the graphical representation of the court, from where Player Y served and that the stroke was a serve. Then the "Ball Strike" is selected, and the stylus is used to locate on the graphical ~~representatio~~ representation of the court, ~~wherch~~ whercin the ball struck the court. Then "Player X" is chosen using the stylus, and Player X's position is placed on the graphical representation of the court. While Player X is still selected, the stylus is used to select whether the return stroke attempted was overhand, backhand or forehand. Then the user enters whether the ball was successfully returned. If the ball was not successfully returned, and "NO" was selected, the handheld device 100 knows to increment the score and present another blank data entry screen. Additionally, the handheld device 100 is programmed to record all of the ball and player data entered, including the data that Player X failed to return the ball successfully. This information can later be searched, for example, by searching for errors committed by Player X using forehand, or at the net.